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List of best-selling PC games

From Wikipedia, the free encyclopedia

This video game-related list is an incomplete list, which may never be able to satisfy particular standards for completeness. It is frequently updated to include new information. You can help by expanding it with reliably sourced entries.

This is a **list of PC games** (including Microsoft Windows, Mac OS X, and Linux) that have sold or shipped at least one million copies.

Subscription figures for massively multiplayer online games such as *World of Warcraft* or *Lineage* and betas such as "Hearthstone: Heroes of Warcraft" are not taken into account as they do not necessarily correspond to sales.

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PC games for Microsoft Windows, Mac OS X and Linux platforms that have sold or shipped at least one million copies

Title	Total copies sold	Sales breakdown	Series	Release date	Genre	Developer	Publisher
Minecraft	16 million[1]	Digitally released only.	*Minecraft*	May 17, 2009[n 1]	Sandbox, Adventure/Survival, Construction	Mojang	Mojang
World of Warcraft	14 million[4] [n 2][*better source needed*]	N/A	*World of Warcraft*	Nov 23, 2004	Fantasy, MMORPG	Blizzard Entertainment	Blizzard Entertainment
Diablo III	12 million[5] [n 3]	N/A	*Diablo*	May 15, 2012	Action RPG, hack and slash dungeon crawl	Blizzard Entertainment	Activision Blizzard
StarCraft	11 million[6]	N/A	*StarCraft*	March 31, 1998	Real-time strategy	Blizzard Entertainment	Blizzard Entertainment
Battlefield 2	11 million[7]	N/A	*Battlefield*	June 21, 2005	Squad-based first-person shooter	Digital Illusions CE (DICE)	EA Games
The Sims 3	10 million[8]	N/A	*The Sims*	June 2, 2009	Simulation	The Sims Studio	Electronic Arts
Guild Wars	6.5 million	6.5 million in North America, Europe and Asia[9]	*Guild Wars*	April 28, 2005	Competitive online RPG	ArenaNet	NCsoft
The Sims	6.3 million[10][11]	N/A	*The Sims*	February 4, 2000	Simulation	Maxis	Electronic Arts
Myst	6 million[12]	N/A	*Myst*	September 24, 1993	Graphic adventure, puzzle	Cyan	Broderbund
The Sims 2	6 million[13]	N/A	*The Sims*	September 14, 2004	Simulation	Maxis	Electronic Arts
StarCraft II: Wings of Liberty	6 million[14]	N/A	*StarCraft*	July 27, 2010	Real-time strategy	Blizzard Entertainment	Activision Blizzard
SimCity 3000 (including re-release versions)	5 million[15]	N/A	*SimCity*	January 31, 1999	Simulation	Maxis	Electronic Arts
Garry's Mod	4.8 million[16]	Digitally released	N/A	December 24, 2004	Sandbox	Facepunch Studios	Facepunch Studios

		only.				Studios	Studios
Riven	4.5 million[17]	N/A	*Myst*	October 29, 1997	Graphic adventure	Cyan Worlds	Red Orb Entertainment
Where in the World Is Carmen Sandiego?	4 million[18]	N/A	*Carmen Sandiego*	June 1, 1985	Educational, strategy	Brøderbund Software	Brøderbund Software
Populous	4 million[19][20]	N/A	*Populous*	June 5, 1989	Real-time strategy, God game	Bullfrog Productions	Electronic Arts
RollerCoaster Tycoon	4 million	4 million in North America[21]	*RollerCoaster Tycoon*	March 31, 1999	*Construction and management simulation*	*Chris Sawyer*	*MicroProse Software*
Diablo II	4 million[22]	N/A	*Diablo*	June 29, 2000	Action RPG, hack and slash	Blizzard North	Blizzard Entertainment
Cossacks: European Wars	4 million[23]	N/A	*Cossacks*	April 24, 2001	Real-time strategy	GSC Game World	Strategy First cdv Software Entertainment (re-release)
Warhammer 40,000: Dawn of War (including expansions)	4 million[24]	N/A	*Warhammer*	September 20, 2004	Real-time strategy	Relic Entertainment	THQ
Theme Park	3.5 million[20]	N/A	*Theme Park*	1994	CMS	Bullfrog Productions	Electronic Arts
EverQuest	3.5 million[25]	N/A	EverQuest	March 16, 1999	MMORPG	Sony Online Entertainment	Sony Online Entertainment
Doom 3	3.5 million[26]	N/A	*Doom*	August 3, 2004	First-person shooter, survival horror	id Software	Activision
Guild Wars 2	3.5 million	3.5 million in North America & Europe [27][28]	*Guild Wars*	August 28, 2012	MMORPG	ArenaNet	NCsoft
Command & Conquer	3 million[29]	N/A	*Command & Conquer*	August 31, 1995	Real-time strategy	Westwood Studios	Virgin Interactive Electronic Arts (since 1998; also freeware release)
Command & Conquer: Red Alert	3 million[30]	N/A	*Command & Conquer*	October 31, 1996	Real-time strategy	Westwood Studios	Virgin Interactive
Age of Empires	3 million[31]	N/A	*Age of Empires*	October 15, 1997	*Real-time strategy*	*Ensemble Studios*	*Microsoft*
Warcraft III: Reign of Chaos	3 million,[32][33] 4.4 million shipped[34]	N/A	*Warcraft*	July 3, 2002	Real-time strategy	Blizzard Entertainment	Blizzard Entertainment (North America) Sierra Entertainment (Europe) Capcom (Japan)
Civilization IV	3 million[35]	N/A	*Civilization*	October 25, 2005	Turn-based strategy, 4X	Firaxis Games	2K Games & Aspyr
Crysis	3 million[36]	N/A	*Crysis*	November 13, 2007	First-person shooter	Crytek Frankfurt	Electronic Arts
Terraria	3 million[37]	N/A	N/A	May 16, 2011	Action-adventure	Re-Logic	Re-Logic
Doom	2.9 million[38]	N/A	*Doom*	December 10, 1993	First-person shooter	id Software	id Software
Counter-Strike: Condition Zero	2.9 million[39][40]	N/A	*Counter-Strike*	March 23, 2004	First-person shooter	Valve Corporation Gearbox Software Ritual Entertainment Turtle Rock	Valve Corporation (digital distribution) Sierra Entertainment

						Turtle Rock Studios	(retail)
Diablo	2.5 million[22]	N/A	*Diablo*	December 31, 1996	Action RPG, hack and slash, dark fantasy	Blizzard North	Blizzard Entertainment (North America) Ubisoft (Europe)
Anno 1602	2.5 million[41]	N/A	*Anno*	September 24, 1998	Real-time strategy, city-building game	Max Design	Sunflowers
Half-Life	2.5 million[42]	N/A	*Half-Life*	November 19, 1998	First-person shooter	Valve Corporation	Sierra Entertainment
Anno 1503	2.5 million[43]	N/A	*Anno*	March 23, 2003	Real-time strategy, city-building game	Max Design	Sunflowers
Far Cry	2.5 million[36]	N/A	*Far Cry*	March 23, 2004	First-person shooter	Crytek	Ubisoft
Cossacks II: Napoleonic Wars	2.5 million[44]	N/A	*Cossacks*	April 15, 2005	Real-time strategy	GSC Game World	CDV Software
Age of Empires III	2.5 million[45]	N/A	*Age of Empires*	October 18, 2005	*Real-time strategy*	*Ensemble Studios*	*Microsoft*
Battlefield 1942	2.4 million[46]	N/A	*Battlefield*	September 10, 2002	First-person shooter	DICE	Electronic Arts
The Witcher 2: Assassins of Kings	2.2 million[47]	N/A	*The Witcher*	May 17, 2011	Action RPG, hack and slash	CD Projekt RED	CD Projekt (Poland) Atari, Inc (North America) Namco Bandai Games (Europe & Australia)
Counter-Strike: Source	2.1 million[39][40]	N/A	*Counter-Strike*	November 1, 2004	First-person shooter	Valve Corporation	Electronic Arts (retail) Valve Corporation (digital distribution)
The Witcher	2.1 million[48]	N/A	*The Witcher*	October 26, 2007	Action RPG, hack and slash	CD Projekt RED	Atari, Inc
The 7th Guest	2 million[49]	N/A	*The 7th Guest*	January 1, 1993	Interactive movie, puzzle adventure	Trilobyte	Virgin Interactive
Age of Empires II: The Age of Kings	2 million[50]	N/A	*Age of Empires*	September 30, 1999	*Real-time strategy*	*Ensemble Studios*	*Microsoft*
Baldur's Gate	2 million[51]	N/A	*Baldur's Gate*	November 30, 1998	Role-playing game	BioWare	Black Isle Studios Interplay Entertainment
Baldur's Gate II: Shadows of Amn	2 million[51]	N/A	*Baldur's Gate*	September 24, 2000	Role-playing game	BioWare	Black Isle Studios Interplay Entertainment
The Binding of Isaac	2 million[52]	N/A	N/A	September 28, 2011	Action-adventure, dungeon crawl, roguelike	Edmund McMillen & Florian Himsl	Headup Games
Black & White	2 million[20]	N/A	*Black & White*	March 25, 2001	Simulation, god game	Lionhead Studios	EA Games Sold-Out Software
Civilization III	2 million[53]	N/A	*Civilization*	October 30, 2001	Turn-based strategy	Firaxis Games	Infogrames
Doom II: Hell on Earth	2 million[54]	N/A	*Doom*	September 30, 1994	First-person shooter, horror	id Software	GT Interactive
Mafia: The City of Lost Heaven	2 million[55]	N/A	*Mafia*	August 28, 2002	Third-person shooter	Illusion Softworks	Gathering of Developers
Neverwinter			*Neverwinter*		Role-playing		Infogrames /

Neverwinter Nights	2 million[56]	N/A	*Neverwinter Nights*	June 18, 2002	Role-playing game	BioWare	Infogrames / Atari
SimCity 4	2 million[57]	N/A	*SimCity*	January 14, 2003	Simulation	Maxis	Electronic Arts (Windows) Aspyr Media (Mac OS X)
SimCity	2.0 million[58]	N/A	*SimCity*	March 5, 2013	Simulation	Electronic Arts	Electronic Arts
Spore	2 million[59]	N/A	*Spore*	September 4, 2008	God Game Simulation Real-Time Strategy	Maxis	Electronic Arts
S.T.A.L.K.E.R.: Shadow of Chernobyl	2 million[60]	N/A	*S.T.A.L.K.E.R.*	March 20, 2007	First-person shooter, survival horror	GSC Game World	THQ
Stronghold: Crusader	2 million[61]	N/A	*Stronghold*	July 31, 2002	Real-time strategy	Firefly Studios	Take-Two Interactive / Gathering of Developers
Warcraft II: Tides of Darkness	2 million[62]	N/A	*Warcraft*	December 9, 1995	Real-time strategy	Blizzard Entertainment	Blizzard Entertainment
DayZ	2 million[63]	N/A	N/A	December 16, 2013	Survival horror	Bohemia Interactive	Bohemia Interactive
Quake	1.8 million[38]	N/A	*Quake*	June 22, 1996	First-person shooter	id Software	GT Interactive
Sacred	1.8 million[64]	N/A	*Sacred*	March 23, 2004	Action RPG	Ascaron	Encore Koch Media Red Ant Enterprises
Dungeon Siege	1.7 million[65]	N/A	*Dungeon Siege*	April 5, 2002	Role-playing game	Gas Powered Games	Microsoft Game Studios
Half-Life 2	1.6 million[66]	N/A	*Half-Life*	November 16, 2004	First-person shooter	Valve corporation	Valve Corporation (digital distribution) Sierra Entertainment (retail)
American McGee's Alice	1.5 million[67][68]	N/A	*Alice*	October 6, 2000	Action-adventure, platformer	Rogue Entertainment	Electronic Arts
Command & Conquer: Tiberian Sun	1.5 million[69]	N/A	*Command & Conquer*	August 27, 1999	Real-time strategy	Westwood Studios	Electronic Arts
Crysis Warhead	1.5 million[36]	N/A	*Crysis*	September 16, 2008	First-person shooter	Crytek Budapest	Electronic Arts
Duke Nukem 3D	1.5 million[70]	N/A	*Duke Nukem*	January 29, 1996	First-person shooter	3D Realms	GT Interactive Software
Harry Potter and the Philosopher's Stone	1.5 million	• 1.3 million in the US[71] • 200,000 in the UK[72]	*Harry Potter*	November 15, 2001	Action-adventure, platformer	KnowWonder	Electronic Arts
Star Wars Galaxies	1.5 million[73]	N/A	*Star Wars*	June 26, 2003	MMORPG	Sony Online Entertainment (North America) Electronic Arts (Japan)	LucasArts
Stronghold	1.5 million[74]	N/A	*Stronghold*	October 19, 2001	Real-time strategy	Firefly Studios	Take-Two Interactive / Gathering of Developers
Total Annihilation	1.5 million[75]	N/A	*Total Annihilation*	September 30, 1997	Real-time strategy	Cavedog Entertainment	GT Interactive
Rust	1.4 million[16]	N/A	N/A	December 11, 2013	Sandbox	Facepunch Studios	Valve Software

Battlefield Vietnam	1.3 million[46]	N/A	*Battlefield*	March 14, 2004	First-person shooter	DICE	Electronic Arts
Monopoly	1.3 million[76][77]	N/A	*Monopoly*	September 30, 1995	Board game	Leisure Genius (1985/1988) Virgin Interactive (1991) Westwood Studios (1995) Gremlin Interactive (1997) Mind's-Eye Productions (1999) Runecraft (2002) EA Bright Light (2008)	Leisure Genius (1985/1988, 1991) Hasbro Interactive (1995) Infogrames (2002) Electronic Arts (2008)
Zoo Tycoon	1.3 million	• 1.1 million in the US[71] • 200,000 in the UK[72]	*Zoo Tycoon*	October 17, 2001	*Business simulation game*	*Microsoft*	*Blue Fang Games*
Warhammer Online: Age of Reckoning	1.2 million sold,[78] 1.5 million shipped[79]	N/A	*Warhammer*	September 18, 2008	MMORPG	Mythic Entertainment	Electronic Arts
Killing Floor	1.1 million[80]	N/A	N/A	May 14, 2009	First-person shooter	Tripwire Interactive	Tripwire Interactive
Medal of Honor: Allied Assault	1.1 million	• 900,000 in the US[71] • 200,000 in the UK[72]	*Medal of Honor*	January 22, 2002	First-person shooter	2015, Inc.	EA Games
RollerCoaster Tycoon 2	1.1 million	• 940,000 in the US[71] • 200,000 in the UK[72]	*RollerCoaster Tycoon*	October 15, 2002	Construction and management simulation	Chris Sawyer	Infogrames
SimCity 2000	1.1 million[76]	N/A	*SimCity*	July 1, 1993	Simulation, city-building game	Maxis	Maxis
Age of Conan: Hyborian Adventures	1 million[81]	N/A	*Conan the Barbarian*	May 20, 2008	Sword and sorcery MMORPG, online RPG	Funcom	Funcom Eidos Interactive
Age of Mythology	1 million[82]	N/A	*Age of Empires*	October 30, 2002	Real-time strategy	Ensemble Studios	Microsoft
ARMA 3	1 million[83]	N/A	*ARMA*	September 12, 2013	Tactical shooter	Bohemia Interactive	Bohemia Interactive
BioShock	1 million[84]	N/A	*BioShock*	August 21, 2007	First-person shooter, action adventure, survival horror	Irrational Games (as 2K Boston)	2K Games
Blade Runner	1 million[85]	N/A	N/A	November 21, 1997	Adventure, point-and-click	Westwood Studios	Virgin Interactive
Command & Conquer: Red Alert 2	1 million[30]	N/A	*Command & Conquer*	October 23, 2000	Real-time strategy	Westwood Pacific	Electronic Arts
Command & Conquer 3: Tiberium Wars	1 million[86]	N/A	*Command & Conquer*	March 28, 2007	Real-time strategy	EA Los Angeles	Electronic Arts
Daryl F. Gates' Police Quest: SWAT	1 million[87]	N/A	*Police Quest*	September 30, 1995	Interactive movie, simulation, action-adventure	Sierra Online	Sierra Online

Deer Hunter	1 million[88]	N/A	*Deer Hunter*	November 13, 1997	Sports (hunting)	Sunstorm Interactive	WizardWorks Software
Dungeon Lords	1 million[89]	N/A	N/A	May 5, 2005	Role-playing game	Heuristic Park	DreamCatcher Interactive, FX Interactive, Crimson Cow, 1C, Typhoon Games
Empire Earth	1 million[90]	N/A	*Empire Earth*	November 12, 2001	Real-time strategy	Stainless Steel Studios	Sierra Entertainment
Frogger	1 million[91]	N/A	*Frogger*	November 3, 1997	Arcade, action	SCE Cambridge Studio	Hasbro Interactive
Glory of the Roman Empire	1 million[92]	N/A	N/A	June 26, 2006	City-building game	Haemimont Games	CDV FX Interactive (Spain & Italy)
Hellgate: London	1 million[93]	N/A	N/A	October 31, 2007	Action RPG	Flagship Studios	Namco Bandai Games Electronic Arts HanbitSoft
Hidden & Dangerous	1 million[94]	N/A	*Hidden & Dangerous*	July 29, 1999	Action game with tactical elements	Illusion Softworks	Take-Two Interactive TalonSoft
Hotel Giant	1 million[95]	N/A	N/A	May 17, 2002	Business simulation game	Enlight Software	JoWood Productions
Imperivm: Great Battles of Rome	1 million	1 million in Italy and Spain;[96] not distributed elsewhere.	N/A	May 10, 2005	Real-time strategy, real-time tactics	Haemimont Games	FX Interactive
The Legend of Sword and Fairy 3	1 million[97]	N/A	*The Legend of Sword and Fairy*	July 31, 2003	Role-playing game	Softstar Entertainment	Softstar Entertainment Unistar
Microsoft Flight Simulator X	1 million	1 million in the US[98]	*Microsoft Flight Simulator*	October 17, 2006	Amateur flight simulation	Microsoft Game Studios	Microsoft Game Studios
Operation Flashpoint: Cold War Crisis	1 million[99]	N/A	N/A	June 22, 2001	Tactical shooter	Bohemia Interactive Studio	Codemasters
Patrician III: Rise of the Hanse	1 million	1 million in Italy and Spain[100]	*The Patrician*	October 24, 2003	Business simulation game	Ascaron	Encore
Phantasmagoria	1 million[101]	N/A	*Phantasmagoria*	July 31, 1995	*Interactive movie, psychological horror, point-and-click adventure*	*Sierra Online*	*Sierra Online*
Quake II	1 million[102]	N/A	*Quake*	November 30, 1997	First-person shooter	id Software	Activision
Railroad Tycoon II	1 million[94]	N/A	*Railroad Tycoon*	November 4, 1998	Business simulation game	PopTop Software	Gathering of Developers Take-Two Interactive
Return to Castle Wolfenstein	1 million[102]	N/A	*Wolfenstein*	November 19, 2001	First-person shooter	Gray Matter Interactive id Software Nerve Software (multiplayer)	Activision
Return to Zork	1 million[103]	N/A	*Zork*	August 20, 1993	Adventure game	Infocom	Activision
Runaway: A Road Adventure	1 million[104]	N/A	*Runaway*	July 6, 2001	Adventure game	Péndulo Studios, S.L.	Dinamic Multimedia FX Interactive
Supreme Commander	1 million[105]	N/A	*Total Annihilation*	February 16, 2007	Real-time strategy	Gas Powered Games	THQ
Tropico	1 million[94]	N/A	*Tropico*	April 24, 2001	Construction and management	PopTop Software	Gathering of Developers

					simulation	Software	Developers
Unreal	1 million[106]	N/A	*Unreal*	May 22, 1998	First-person shooter	Mundane Games Digital Extremes	GT Interactive
Unreal Tournament	1 million[106]	N/A	*Unreal*	November 30, 1999	First-person shooter	Mundane Games Digital Extremes	GT Interactive
Vietcong	1 million[94]	N/A	*Vietcong*	March 26, 2003	Tactical first-person shooter	Pterodon Illusion Softworks	Gathering of Developers
Who Wants to Be a Millionaire?	1 million[107]	N/A	*Who Wants to Be a Millionaire?*	November 28, 1999	Trivia game	Jellyvision	Disney Interactive Studios

Notes [edit]

1. ^ Although *Minecraft* was first publicly available on 17 May 2009,[2] and the 1.0 version on 18 Novermber 2011, the first version of *Minecraft* which required a paid account was first publicly available on 23 December 2009,[3] therefore it started accumulating sales on that year.
2. ^ Subscribers are not the same as sales; many Asian markets use a different business model that does not involve retail copies. As such subscriber figures do not equate to sales figures.
3. ^ This excludes the 1.2 million copies given away as part of Blizzard's *World of Warcraft* annual pass offer.

Older computers [edit]

This section lists the sales of video games released for older personal computer platforms such as the Amiga, Apple II, Atari 8-bit and Atari ST; BBC Micro, Commodore VIC-20 and Commodore 64; FM-7 and FM Towns; MSX, NEC PC-88 and PC-98; and the Sharp X1 and X68000. The computer game industry was much smaller when these platforms were active, but gradually increasing; the best-selling computer game up until June 1982 sold 35,000 copies,[108] a major hit in 1983 would have sold around 50,000 copies, and a major hit in 1985 would have sold around 150,000 copies.[109] As such, the threshold is at least 35,000 sales for titles released up until 1982, 50,000 for titles released in 1983, and at least 100,000 sales for titles released from 1984 onwards.

Game	Release year	Copies sold	Sales as of
The Last Ninja	1987	2 million[110]	2008
Thexder	1985	1 million[111]	1990
Dragon Slayer II: Xanadu	1985	400,000 in Japan[112][113]	1985
Sokoban	1982	400,000 in Japan[114]	1988
Zork I	1980	378,987[115]	1986
Skyfox	1984	317,545[116]	1986
The Bard's Tale	1985	300,000[117]	2003
Ultima IV: Quest of the Avatar	1985	300,000[118]	1990
The Hitchhiker's Guide to the Galaxy	1984	254,249[115]	1986
Out Run	1987	250,000 in the UK[119]	1987
Door Door	1983	200,000 in Japan[120]	1985
Gauntlet	1986	200,000 in the UK[121]	1987
Zork II	1981	173,204[115]	1986
Chessmaster 2000	1986	160,000[122]	1987
The Black Onyx	1984	150,000 in Japan[123]	1986
The Seven Cities of Gold	1984	150,000[124]	2003
Deadline	1982	140,719[115]	1986
Zork III	1982	129,232[115]	1986
Ultima III: Exodus	1983	120,000[125]	2008
Chuck Yeager's Advanced Flight Trainer	1987	100,000[126]	1987
Pac-Man	1987	100,000 in the US[127]	1987
Will: The Death Trap II	1985	100,000 in Japan[128]	1986
Suspended	1983	99,956[115]	1986
Starcross	1982	90,315[115]	1986
Mystery House	1980	80,000[129]	2003

Choplifter	1982	60,000[130]	1983
Wizard and the Princess	1980	60,000[131]	2010
Ultima I: The First Age of Darkness	1981	50,000[132]	1990
Ultima II: The Revenge of the Enchantress	1982	50,000[133]	1990
Temple of Apshai	1979	40,000 in the US[113]	1982
K-Razy Shoot-Out	1982	35,000 in the US[108]	1982

See also [edit]

- List of best-selling video games
- List of PC exclusive titles

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v· t· e·	**Best-selling video game hardware and software**
General	Software franchises · Console hardware (Japan · North America · PAL) · Arcade games ·
Software by platform	Nintendo Entertainment System · Super Nintendo Entertainment System · Nintendo 64 · Nintendo GameCube · Wii · Wii U · Game Boy and Game Boy Color · Game Boy Advance · Nintendo DS · Nintendo 3DS · **Personal Computer** · PlayStation · PlayStation 2 · PlayStation 3 · PlayStation 4 · Xbox 360 · Xbox One ·

Categories: Lists of best-selling video games

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